nintendo Wi-Fi connection

NINTENDO DS

vancouver 2010

MARIO & SONIC AT THE OLYMPIC WINTER GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.
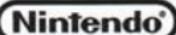
THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS
Single-Card
2-4 Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Wireless DS
Multi-Card
2-4 Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Thank you for purchasing *MARIO & SONIC AT THE OLYMPIC WINTER GAMES™*. Please note that this software is designed only for use with Nintendo DS™. Be sure to read this instruction booklet thoroughly before you start playing.

CONTENTS

WELCOME TO VANCOUVER

Surrounded by the majestic peaks of the North Shore Mountains and the gentle waves and flow of the Pacific Ocean, Vancouver is the biggest city (with a population of over 2.2 million) to ever host an Olympic Winter Games. The West Coast Canadian city will host the Games from February 12 to 28, 2010, along with the world-class ski resort of Whistler, where alpine skiing, cross-country skiing, sliding, and Nordic events will be held. Whistler has one of the fastest sliding tracks in the world, with speeds clocked at over 150 kilometres an hour! The winding track is located under a forest canopy in the beautiful Fitzsimmons Valley. The newest Olympic sport, ski cross, is a freestyle skiing event in which skiers begin with a mass start and then race down a steep, tight, winding course. Ski cross debuts at the Cypress Mountain venue, a short drive from downtown Vancouver.

The Vancouver Organizing Committee for the 2010 Olympic and Paralympic Winter Games aims to leave a legacy of sustainability on everything it touches. For example, the venues are eco-friendly, waste and carbon emissions are reduced and the Whistler alpine skiing course was redesigned to avoid damaging a rare small-tailed frog habitat.

Vancouver and Whistler will also host the Paralympic Winter Games from March 12 to 21, 2010.

- All Olympic Records used in this game are accurate as of April 30, 2009. The Course Records are originally set up for the game.
- The Olympic Events in this game may not reflect the technical rules and regulations recognized by the International Olympic Committee (IOC).

At the Title Screen, press START or tap the Touch Screen to start.

Data Menu

To proceed to the game, select a user data from the Data Menu. If you select a vacant data slot, you'll be asked to enter a name and select a flag. To delete existing data, select a user data and press the X Button or tap the **Delete data** button on the bottom right of the screen. Once the data is deleted, the information will be lost permanently.
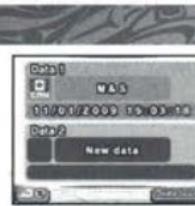
Main Menu

▲▲ SINGLE PLAYER
Play Single Player games in various modes.

▲▲ MULTIPLAYER
Play Multiplayer games via DS Wireless Communications.

▲▲ ADVENTURE TOURS
Play the story mode set on a fantasy location with many challenges.

▲▲ RECORD LOG
View your records and emblems obtained, and register your records on the online rankings via Nintendo Wi-Fi Connection.

▲▲ OPTIONS
Adjust various game, audio and user settings, and test the microphone.

Player's game settings, personal event records and Nintendo Wi-Fi Connection settings are auto-saved during the game, but please remember to manually save the game progress of Adventure Tours (p.15).

Nintendo DS™ Lite

TOP SCREEN

MICROPHONE

L BUTTON

+CONTROL PAD

TOUCH SCREEN

R BUTTON

X BUTTON

Y BUTTON

A BUTTON

B BUTTON

START
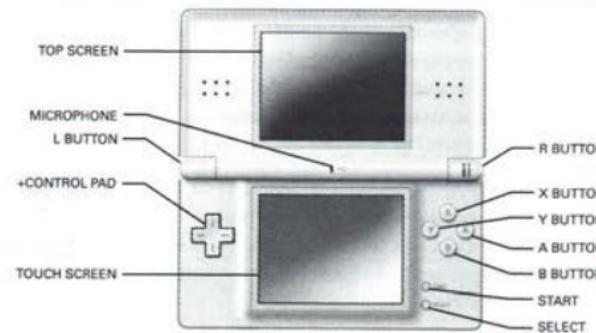
SELECT

Menu & Selection Controls

	Button Controls	Stylus Controls
Select Menu Item	+Control Pad	Touch Menu Item to highlight
Enter Selection	A Button	Touch highlighted Menu Item
Cancel/Back to Previous	B Button	Touch

Note: Some Menu Items require a specific button to be pressed in order to select and enter (when stylus is not used). The Button Icon will be indicated alongside the Menu Item.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Game Controls

There are many events with distinctive controls. Here is a brief summary of the controls based on four control methods.

▲▲ STYLUS

Slide the stylus in the indicated direction(s) or touch certain areas to control and position characters in events including skiing, ski jumping, skeleton, figure skating and ice hockey. The stylus is also used in curling to aim, shoot and sweep to deliver a stone.

▲▲ L/R BUTTONS

For speed skating and short track events, alternately press the L and R Buttons as quickly as possible to sprint in a straight line, and hold the L Button down (while repeatedly pressing the R Button for speed skating) to skate around the curves.

▲▲ +CONTROL PAD

The +Control Pad is used to move the athletes up and down during cross-country skiing, and left and right during snowboard cross. In two-character bobsleigh, left/right of the +Control Pad is pressed together with the A/Y Buttons while riding the curves.
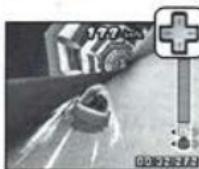
▲▲ INDIVIDUAL BUTTON INPUTS

In cross-country skiing and biathlon, the A Button is used to accelerate, the B Button to gain speed down a hill and the X Button to sprint when conditions allow. In snowboard cross, the Y Button is used to crouch and gain speed, the R Button (simultaneously pressed with the +Control Pad) to perform a drifting turn and the B Button to perform a jump move.

Event Controls List

	Event	Controls
	Alpine Skiing GS	Use stylus to control the skier.
	Ski Jumping LH	Use stylus to jump, balance and land the skier.
	Moguls	Use stylus to control the skier and perform air tricks.
	Cross-Country	Press buttons and +Control Pad to ski on the course.
	Nordic Combined	First is ski jumping, followed by cross-country.
	Biathlon	Press the +Control Pad to move the target and the A Button to fire. The skiing portion of biathlon uses the same button inputs as cross-country.
	Snowboard Cross	Press buttons and +Control Pad to control the rider.
	Speed Skating 500m	Press the L/R Buttons to skate as fast as possible.
	Short Track 500m	Press the L/R Buttons to skate around the course.
	Figure Skating	Use stylus to skate and perform various moves on the ice.
	Bobsleigh	Press +Control Pad/buttons to push and control the sled.
	Skeleton	Use stylus to sprint and control the sled.
	Luge	Press +Control Pad/buttons to ride and control the sled.
	Ice Hockey	Use stylus to control each hockey player.
	Curling	Use stylus to aim/throw the stone and sweep its path.

Note that each character has different abilities. There are some events each character will be especially good at, and some events they are not so good at. See details of each character in the Select a Character screen before entering a competition.

▲ CHARACTER SELECTION
Athleticism of the highlighted character will be displayed on the top screen while choosing a character before an event. Each ability is measured in a scale of one to five (five being the highest).

ALL-AROUND TYPE

Luigi   **Amy**   **Mario**   **Blaze**   **Bowser Jr.**

POWER TYPE

Wario   **Knuckles**   **Bowser**   **Vector**   **Donkey Kong**

SPEED TYPE

Shadow   **Daisy**   **Sonic**   **Yoshi**   **Metal Sonic**

SKILL TYPE

Tails   **Peach**   **Dr. Eggman**   **Waluigi**   **Silver**

Select Single Player or Multiplayer from the Main Menu to play one of the following four game modes: **Single Match**, **Multi-Round Match**, **Party Games** and **Ghost**.

Single Match

Choose a single event and play it to earn a gold medal. There are 15 winter events under **Olympic Events** and 12 fantasy events under **Dream Events** (five of which are hidden in the beginning) for a total of 27 events. Select a sport and one of the events from the list displayed. Note that the hidden Dream Events must be "unlocked" by fulfilling certain conditions.

During character selection, details of the highlighted character's abilities will appear on the top screen, so use this information to decide which character(s) to enter the event with. To randomly select the character(s), press the Y Button or touch the **Random** button on the Touch Screen.

The rules/tutorial section is offered after the character selection, which is then followed by the pre-game menu. The game will indicate which control scheme is used before the pre-event menu is displayed. To proceed with the competition, select **"Proceed to event"** and let the game begin. Note that there is a **Set Rules** button (found on the bottom right of the Touch Screen) to adjust the Game Level of computer-operated players' and other settings depending on the event. Any rule changes implemented here will be kept until you restart the game from the Title Screen.
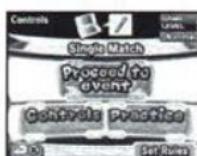
PRE-GAME TUTORIALS

Tutorials are always offered before the actual events are played. Learn the basics as well as advanced techniques from the video presentation. Note that for some events, there will be an additional option to check terminologies or other supplemental information.

Multi-Round Match

Participate in a series of selected events and compete for the total points earned from each event.

First decide how many rounds to play (three, four or five rounds), then select the events in the order they will be played. To randomly select the events, press the Y Button or touch the **Random** button on the Touch Screen. When all of the events are decided, press START or tap the **OK** button on the Touch Screen to proceed.
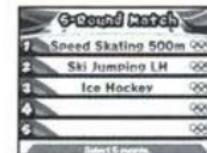
At the end of each event, points are awarded based on where the characters (players) finish the event.

1st Place	5 Points
2nd Place	3 Points
3rd Place	2 Points
4th Place	1 Point

The character (player) with the highest points after competing in all events is the winner of the competition.

Party Games

Compete in randomly selected events and place high to ultimately win the Party Game.

Details of how each Party Game is played, as well as rule changes, can be made before entering the game. Access the rules menu to modify the number of turns/bingos needed to decide the winner and the type of events the Party Game will randomly choose (all events/ Olympic events only). Note that player-based handicap conditions can also be implemented by pressing the Y Button or touching the **Handicap** button while making these changes.

▲▲ BINGO BASH

Play a game of bingo, which not only involves luck of the draw, but also competing in events and avoiding pesky characters who can interrupt the player's chance to get a bingo.

Simply touch a square on the bingo sheet when the matching image is drawn or after completing an event above the required placement.

When a surprise character is drawn, drive the troublesome ones off your bingo sheet (your color area) by sliding the stylus left-and-right. Note that a Chao character is friendly and will allow you to punch any square, so try attracting them on to your own sheet by driving the character's ball away from opponents' areas while it is still active.
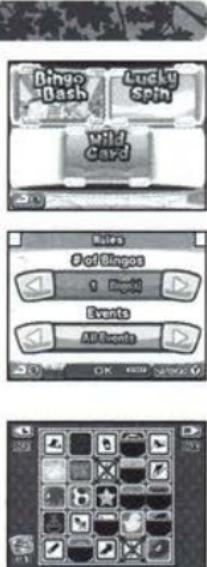
▲▲ LUCKY SPIN

All contestants will take turns to spin the wheel after competing in an event selected by the slot machine. The content displayed on the wheel for each character (player) is determined by their placement in the event.
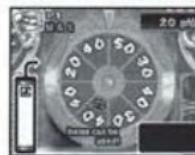
Another factor, that could change one's fortune while spinning the wheel, is items. Each player will collect an item which they can use before the player spins the wheel.

Red Shell: Reduces the highest point area to a –50pts area.

Mushroom: Increases your lowest point area to a 50pts area.

Boo: Turns the wheel into six 10pts, one 50pts and one –50pts areas.

Chaos Emerald: Turns all of your point areas into a plus or minus.

Barrier: Defends your own wheel from any item effects.

High Speed Shoes: Doubles all of the point areas on your wheel.

▲▲ WILD CARD

Compete in an event selected by the slot machine for an opportunity to trade a card to create a set of four matching cards. The first player to collect all four matching cards, or the player with the most matching cards at the end of the game, is the winner.

When you've earned the right to trade one of your cards, select one of four cards displayed on the Touch Screen. Then choose from any of the cards that your opponents currently have. Note that when you finish an event in 4th place, you will be penalized by having to select one card to reveal to everyone.

Ghost Match

Play against a ghost image of previously recorded performances of selected events in Ghost Match to bring out your competitive edge. The ghost character you will be running against can be chosen from pre-made data (**Staff ghost**), your friends' ghost data (**Rival ghost**) or your own data (**My ghost**). Select an event with the L/R Buttons on the Ghost Match menu and choose one of the ghost data to proceed with the match.

Ghost Trade

Ghost data of your previous performance can be shared with other *MARIO & SONIC AT THE OLYMPIC WINTER GAMES* players via DS Wireless Communications (Game Card required for each DS system).

▲▲ SENDING DATA

Sending side will first select **Give ghost** from the Ghost Trade menu and select a ghost data from any of the five events, which includes **alpine skiing GS**, **speed skating 500m**, **bobsleigh**, **skeleton** and **luge**. Note that a message will be displayed to indicate when the data transfer has been completed.

▲▲ RECEIVING DATA

Receiving side will first select **Get ghost** from the Ghost Trade menu to proceed with the download process. Note that you cannot keep more than one "Rival ghost" of the same event, and an option to cancel or overwrite the existing data will appear if you already have previously received a Rival ghost.

Bowser and Dr. Eggman have melted all the snow in the world and kidnapped the snow spirits to stop the Olympic Winter Games from being held. In Adventure Tours, it's up to Mario and Sonic and company to save the missing snow spirits who provide the abundant supply of snow needed to open the Olympic Winter Games.

Missions

The final objective is, of course, to defeat Bowser and Dr. Eggman, but finding them will not be as simple as walking into town. To find their next lead, Mario and Sonic will participate in many of the events (missions) that are held. Magical crystals are awarded upon completion of each mission, which Frosty and other snow spirits use to support Mario and Sonic's various needs.

▲▲ FINDING MISSIONS AND FOES

Signs with an exclamation mark ("!") indicate missions that are still incomplete. If you don't have the necessary item or a specific member on your team, explore the town and find them first to participate in these missions.

In certain areas of the town, you'll find a character standing in front of a sign. Challenges presented by boss characters will be the critical missions which you must successfully complete in order to advance the game.

▲▲ TAKING ON MISSIONS AND FOES

Once your team is qualified to take the mission, read the objective, then select **YES** to proceed. Note that some missions only require you to fulfill certain tasks or perform specific actions. If you fail to complete a mission or defeat a foe, you will lose one heart (life), but you can retry the same event as long as you have an additional heart.

Game Controls (Island Area)

	Button Controls	Stylus Controls
Move Mario/Sonic	+Control Pad	Touch anywhere on Touch Screen
Talk/Interact	Approach and A Button	Touch character/sign/object
Switch to Mario/Sonic	X Button	Touch 🔘 / 🔵
Access Menu Screen*	Y Button	Touch Menu Ⓨ

* List of attempted/completed missions, collected items and current team members, as well as an option to manually save your progress, is available from the Menu Screen.

Area Map & Game Screen (Island Area)

Area Map

Name of Current Area

Your Current Position

Location of Next Missions/Events
Locations of incomplete Missions (! icons) and Events (? icons).

Location of Omochao
Omochao will act as your guide when you are lost.

Number of Crystals
Four crystals will allow the snow spirits to use their special power to overcome certain obstacles in your immediate area.

Remaining Tries
Heart (life) is lost if you fail to complete a mission objective.

top screen

Touch Screen

Game Screen

Up to four players can compete against each other in Multiplayer.

Lobby

After you select **Multiplayer** on the Main Menu, the game will look for an available group. Select any of the groups that are already available, or create one yourself. Note that you will become the host player if you create a group and will be in charge of making selections. You will be a guest player if you join the group.
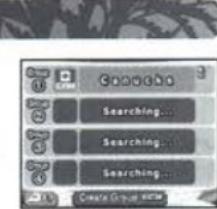
If you choose to create a group, select the type of play:

• **Multi-Card Play**
Enjoy Single Matches, Multi-Round Matches and Party Games with up to three other Nintendo DS systems (all with *MARIO & SONIC AT THE OLYMPIC WINTER GAMES* Game Card).

• **Single-Card Play**
Enjoy Single Matches, Multi-Round Matches and Party Games with up to three other Nintendo DS systems using only one Game Card.

Please refer to the Nintendo DS instruction booklet for details on how to set up Nintendo DS wireless features.

If there are two or more contestants in the list, including yourself, then the host player will touch **Finalize** (or press START) to begin the game when everyone is ready. In Multi-Card Play, friend information is automatically stored to the Friend Roster (see p.18), as long as your roster has enough "unlocked" (vacant) slots to add new friends.

DOWNLOAD TIME FOR SINGLE-CARD PLAY
Download time can take longer than expected due to the volume of data being transferred as part of the initial set up of Single-Card Play. Please be patient during this process.

RECORD LOG

View personal records, medals and other items you've collected, as well as setting up the Nintendo Wi-Fi Connection to send your best records to the Nintendo WFC Rankings.

Player Data

Records related to gameplay can be browsed from here. **Player Data** will display your best record of each time-based event, and **Play Data Analysis** will display information about your playing activities. List of registered friends, which you can "lock" to keep a maximum of 15, and your win/loss records against them can also be viewed from the **Friend Roster**.

Gallery

View achievement-based items (such as **Medals** and **Emblems**) and Olympic Winter Games information you've found in Adventure Tours (p.15).

Friend Codes

Register new friends to your Friend Roster and confirm your 12-digit Friend Code. To add a new friend to your Friend Roster, the process will require both players to register each other's Friend Code.

Nintendo WFC Ranking

Connect to Nintendo Wi-Fi Connection and submit the best records/scores of played events to the online leaderboards. By accessing the ranking screen of each event, you can browse the current Wi-Fi Rankings.

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC. To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

Nintendo WFC Settings

Set up for Nintendo Wi-Fi Connection here. For detailed information, refer to the Nintendo Wi-Fi Connection instruction booklet.

Nintendo Wi-Fi Connection allows multiple *MARIO & SONIC AT THE OLYMPIC WINTER GAMES* owners to share their records over the internet — even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo WFC Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

OPTIONS

Select **Options** from the Main Menu and make changes to various settings.

▲ GAME SETTINGS

Change the game level (ability of your computer operated opponents) and weather condition which is set to "Random" by default.

▲ USER SETTINGS

Set up your name, flag and emblem to appear in your records.

Change Name.......	Change the name of the user data.
Change Flag	Choose a different national flag, which will be displayed with your name in the ranking.
Set Emblem.........	Select an emblem to be displayed next to your name.

▲ SOUND SETTINGS

Change the sound output settings.

Music	Change volume level of the background music.
SFX (Sound Effects)...	Change volume level of the sound effects.
Voice..............	Change volume level of the voices.
Sound	Select the type of sound output from **Stereo** and **Mono**.

▲ MICROPHONE TEST

Test your Nintendo DS microphone to make sure it is functioning correctly for this game. The microphone is used in selected mini-games in Adventure Tours.

MUSIC FEATURED IN FIGURE SKATING
Eine kleine Nachtmusik (Composed by Wolfgang Amadeus Mozart)
The Nutcracker (Composed by Pyotr Il'yich Tchaikovsky)
Carmen (Composed by Georges Bizet)
Die Fledermaus (Composed by Johann Strauß II)